

9 26. (New) The method of claim 25 including instantiating an object in a container and communicating the identifier to the object when a particular a particular speech command is spoken.

10 27. (New) The method of claim 26 including communicating information about a first speech command to the container, checking an active vocabulary list on the container to determine if the first speech command is one used in an active task, and if the speech command is one used in an active task, transmitting identifier for the speech command to the object.

C1 11 28. (New) The method of claim 26 including using an OnMnemonic method to communicate between the container and the object.--

15 12 dep. 29. (New) The article of claim 15 further storing instructions that cause a computer to associate spoken commands with an identifier, associate the identifier with actions to be taken in response to each command, determine the identifier for a spoken command, and provide the identifier to a software agent.

13 12 30. (New) The article of claim 29 further storing instructions that cause a computer system to communicate information about a first command to the controller, check an active vocabulary list in the container to determine if the first command is one used in an active task, and if the first command is one used in an active task, transfer the identifier for that command to the object.

14 31. (New) A method for responding to user inputs to a computer comprising: